Tyler Hasman

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WORK EXPERIENCE

Blizzard Entertainment **June. 2024**

Associate Software Engineer *Irvine, CA*

- World of Warcraft Classic Team

Offworld Industries **February. 2024 – June. 2024**

Junior Programmer *New Westminster, BC*

- Working on Squad, a strategic online first-person shooter created in Unreal Engine.
- Converted legacy audio code to new Unreal Engine 5 systems.
- Untangled deprecated engine changes to help upgrade Squad to Unreal Engine 5.
- Implemented props into the new Emote system (i.e. spawning a soccer ball during an emote).

The University of British Columbia **September. 2021 – April. 2022**

Teaching Assistant *Vancouver, BC*

- Taught students linear algebra, OpenGL; designed assignments for students to learn GLSL.

PERSONAL PROJECTS

Wizards

Lead Programmer / Game Designer / Creator Game Website

- Online turn-based strategy game using a custom Java engine created with OpenGL.
- 40,000+ unique players and over 400 reviews (86% positive) as of April 2024.
- Over 200,000 matches five minutes or longer played in 2021.
- Monetized through cosmetics sold on the Steam Store — met initial goal of 1000$ within the first month.
- Game servers are hosted for players and are automatically created to meet player demand.

3D MMORPG Game Engine

Creator Gameplay Video

- Online-multiplayer World of Warcraft-like MMO engine written in Java with OpenGL.
- Game data is separated from engine allowing designers to easily edit content.
- Custom world editor supports infinite terrain using chunks, similar to Minecraft.
- Mesh collision support using VHACD to simplify 3D models.
- Navigation mesh is generated ahead of time for NPC A* path finding.
- Cascaded shadow maps which allow high performance, excellent shadows at any distance.
- Demo game has about 2 hours of content which take the player and friends from levels 1 to 10.

Voxel Engine

Creator GitHub Project

- Voxel Engine written in C++ with OpenGL.
- Terrain is infinitely generated using Perlin Noise and Voronoi Diagrams.
- Supports SSAO using Deferred Rendering.

EDUCATION

The University of British Columbia
2019 – 2023

Bachelor of Science, Computer Science   *Vancouver, BC*

SKILLS

Languages: Java, Python, C++, C, SQL (Postgres), JavaScript, C#, Lua, PHP
Tools: Git, Perforce, IntelliJ, Unity, Unreal Engine, JUnit